SNSP-VX-UKV

VIRTUAL SOCCER™

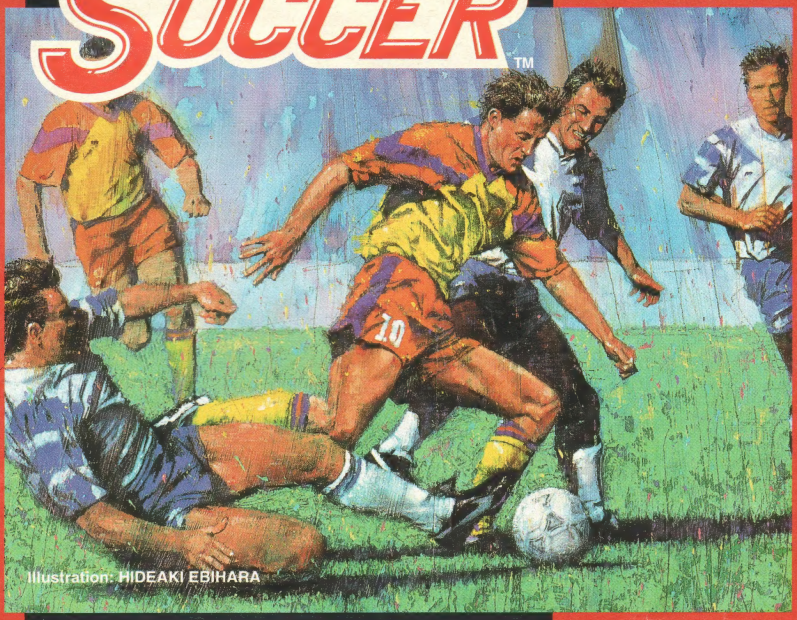

Illustration: HIDEAKI EBIHARA

HUDSON GROUP
HUDSON SOFT®

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

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INTRODUCTION

Welcome to Virtual Soccer, the only user-friendly football game that features a variable pitch, easy-to-learn controls and a variety of options that will ensure you years of exciting gameplay!

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MENUS

Virtual Soccer has six pre-game menus. The Selection icons — other than those in light blue — can be flipped and/or selected for a variety of choices.
Here's how :

Control Pad

Up/Down	Moves between icons.
Right/Left	Flips icons.
B/START	Enters a selection.
A/SELECT	Returns to previous menu.

A description of each menu and their various selections follows.

Main Menu

① Number of Players (Flip)

Flip this icon to select the desired number of players.

Your options: One Player vs CPU and Player vs Player.

② Mode of Play (Flip)

Flip this icon to select the desired type of game. Pre-season or Custom Teams or Custom Teams allow up to two players to compete in a single match. However, a Custom Teams match cannot be played unless the data for two teams has been inputted. The Nations Shield, Custom Trophy and Continental Cup are only available in the one player vs CPU mode. Please note that Custom Trophy cannot be played unless the data for all eight teams has been inputted. Selecting Practice will open the Practice menu (see Practice).

Your options: Pre-Season; Custom Teams; Nations Shield, Continental Cup, Custom Trophy and Practice.

③ Options

Triggering this icon opens the Options Menu (see Options).

④ Weather

Triggering this icon opens the Weather Menu (see Weather).

Options

This menu offers the following selections:

Time

Press right or left on the direction pad to decide the length of time for each match.

Pitch View (Flip)

Flip this icon to decide what view you wish to play a match in.

Your options: Side view, Top view and Flat view.

Customize

Triggering this icon opens the Customize Menu (see Customize).

Normal/Fast

Flipping this icon allows you to set the difficulty level of the game.

Weather

This menu offers the following selections:

Weather Conditions (Flip)

Flip this icon to select a specific weather condition for either Practice or Custom Teams/Pre-season matches.

Your options: Fine, Hot or Raining

Pitch Condition (Flip)

Flip this icon to select a specific pitch condition for either Practice or Custom Teams/Pre-Season matches.

Your options: Firm, Hard, Soggy

Wind Direction (Flip)

Flip this icon to select a specific wind direction for either Practice or Custom Team/Pre-Season matches.

Your options: Calm, Northerly, Southerly, Easterly, Westerly

Mono/Stereo (Flip)

Flip this icon to switch the game's sound output between mono or stereo.

Practice

This menu offers the following selections:

Normal

Trigger this icon to send a team of your choice out on the play field to practice your moves.

Penalty Kick

Trigger this icon to practice your penalty kicks.

1 vs 2

Trigger this icon to compete head-to-head with a friend in a sudden-death penalty kick tournament.

Penalty Save

Trigger this icon to practice penalty saves.

Note: To exit any of these modes, press START.

Customize

Up to eight teams can be created for competition in Custom Teams/Custom Trophy matches. By pressing up or down on the control pad, you may choose one of eight files for saving a custom team. Upon choosing a file in which you wish to save your team, press either START/A/B/X/Y buttons to open the customization screen. To exit this and the previous data file screen, simply choose "Exit" and press any of the aforementioned buttons. Here's how you make your own team:

Control Pad	Up/Down	Move cursor vertically to next selection.
	Right/Left	Moves cursor horizontally to next selection.
	START	Returns to previous menu.
	A/B	Shifts through letters, numerals and uniform colors.

When finished customizing, move the cursor to the EXIT selection and press either START/A/B/X/Y to exit the screen.

TEAM SELECTION

The Team Selection screen appears prior to a match (the Custom Teams screen will appear in its place when a Custom Teams/Custom Trophy match is selected). The screen allows you to choose one of 24 teams from around the world.

Control Pad	Right/Left	Rotates the world to the country of your choice.
	B/START	Enters a selection.

For the selection of custom teams:

Control Pad	Up/Down	Moves between team selections
	B/START	Enters a selection

MATCH INFORMATION

The Match Information screen appears prior to a match and offers a look at the conditions that could affect your game. The information and effects are as follows:

Place	Affects the morale of a visiting team.
Weather	Affects the stamina of your players.
Pitch	Affects ball action on the pitch.
Wind	Affects the course of a ball in flight.
Referee	Affects penalty calls.

Pressing START/A/B/X/Y will take you to the next screen.

Note: Prior to a Pre-season or Custom Teams match, the referee can be changed by pressing right or left on the control pad.

REVIEW SQUAD

The Review Squad screen appears prior to a match, when a player is injured on the field, and can also be called up during a match when the ball is out of play by pressing SELECT. The screen allows you to choose formations, substitute players and check individual player statistics. Here's how you use it:

Direction Pad	Right/Left	Moves the arrow to a desired player.
	Down	Pulls down stat screen of arrow-indicated player.
	Up	Closes the stat screen of arrow-indicated player.
	L/R	Shifts formations.
	A/B/X/Y	Activates/deactivates player selection circle.
		Activates/Deactivates auto-goalie feature (black circle around goalie for auto-play).
		Changes positions or substitutes between arrow-indicated player and selected player.
	START	Turns over control to the second team.
		Exits the screen.

Automatic Goalie

The auto-goalie feature allows you to concentrate on controlling the other players on the field. Auto-goalie is active if a black circle surrounds the goalie on the Review Squad screen.

When active, the goalie will move to save the goal regardless of control pad or trigger key input. He will also automatically handle goal kicks and defend against free kicks.

The auto-goalie feature does not apply to penalty kicks which is explained later in this manual. In short, it's up to you to defend your own goal during penalty kicks.

To activate or deactivate the auto-goalie feature, simply press either A/B/X/Y until the black circle appears or disappears from view.

Formations

One of a variety of formations can be chosen by pressing either the L or R buttons on your controller.

Team Strength

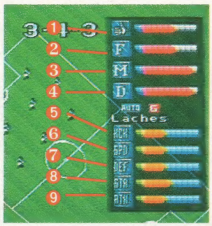
The team strength varies with the chosen formation. This is indicated by the meters in the upper left-hand corner of the Review Squad screen. The meters are:

1. Morale
2. Backfield Strength
3. Midfield Strength
4. Forward Strength

Note: Morale affects the various stats of an individual player. Morale will often drop when the captain of a team is injured or sent off the field during a game.

Individual Player Statistics

Pressing down on the control pad pulls open the statistic or stats table for an arrow-indicated player on the Review Squad screen. The player's name and position are also indicated. The position markings are "G" for goalie, "B" for backs, "M" for midfielders and "F" for forwards. "Cpt" indicates the captain of the team. Also, "AUTO" indicates that the auto-goalie mode is active. Each player has his own set of stats which governs his performance on the play field. They are:



5 Kick Power	Governs the speed and distance of kicks.
6 Speed	Governs on-screen movement.
7 Defense	Governs a player's defensive skill (i.e.: how well he tackles, fouling without being carded, etc.). For a goalie, it indicates how well he defends the goal.
8 Strength	Governs a player's stamina, particularly his overall performance during the latter half of a match.
9 Attack	Governs a player's offensive technical skill (i.e.: how well he avoids tackles, accuracy of kicks, etc.).

Stat ratings range from 1 (poor) to 5 (excellent).

Substitutions

To substitute or change positions, select the player you wish to substitute by using the control pad to move the arrow over him and press either of the A/B/X/Y buttons (a white circle will appear around the selected player). Then move the arrow over the player with which you wish to change the selected player. Press either A/B/X/Y and the players will exchange positions.

Pressing START will return you to the match.

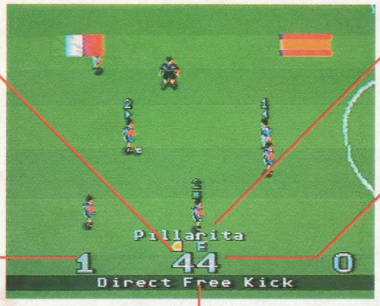
HOW TO PLAY VIRTUAL SOCCER

The following is a breakdown of the key features in Virtual Soccer.

The Play Field

Virtual Soccer's play field provides the following on-screen information:

- PLAY FIELD WITH NUMBERS-



Acquired yellow/ red cards (if any) of the player controlling the ball.

The score.

The name and position of the player controlling the ball.

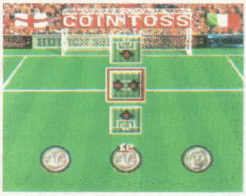
Time remaining on the clock (red "00" indicates injury time).

A listing of various events (offsides, free kicks, etc.) as they occur.

The Coin Toss

Prior to the start of a match, there is a coin toss sequence. A player may call heads or tails simply by flipping the coin on the right (player one) or left (player two/CPU) by pressing any direction on the control pad and then pressing either A/B/ X/Y. Upon selection, the coin in the middle will flip to decide the winner of the coin toss.

The winner of the coin toss can then either select which end of the field to defend, or whether to kickoff with the field icons displayed on the screen. The center icon signifies kickoff. Choose the desired icon with your conrol pad and then press either A/B/X/Y to make your selection.



The Kickoff

At the beginning of a match, after a goal is scored and following half time intervals, there's the kickoff. During the kickoff, press either of the A/B/X/Y buttons to commence the game. The ball will be passed to the nearest square-marked player.

Controlling Your Team

The player indicated with an arrow is under your control and the player indicated with a square is your pass receiver.

-Offense-

Arrow-marked player with ball

Control Pad	Controls all directional movement. Controls direction of shoots. Slight ball-course control of shoots and passes.
L	Shift pass marker left (top/flat view). Shift pass marker left in relation to player dribbling the ball (side view).
R	Shift pass marker right (top/flat view). Shift pass marker right in relation to player dribbling the ball (side view)
START	Pause during the game.
SELECT	Call up in-game menu when ball is out of play.
A button	Pass ball to pass-marker indicated player.
B button	Lift ball (quick tap of the button). Shoot ball (long press of the button).
X button	Intentional foul attempt (charging).
Y button	Pass ball to pass-marker indicated player.

-Offense/Defense-

Arrow-marked player without ball

Control Pad	Controls all directional movement. Controls direction of shoots and headers. Slight ball-course control of ball after shoots and headers.
L	Not used.
R	Not used.
START	Pause during the game.
SELECT	Call up in-game menu when ball is out of play.
A button	Head ball.
B button	Shoot ball (volley shoot, diving header or overhead kick depending on height and angle of the intercepted ball). Slide-kick ball when it's out of reach
X button	Intentional foul attempt.
Y button	Head ball.

-Defense-

Arrow-marked player

Control Pad	Controls all directional movement.
L	Not used.
R	Not used.
START	Pause during the game.
SELECT	Call up in-game menu when ball is out of play.
A button	Tackle/sliding tackle.
B button	Tackle/sliding tackle.
X button	Intentional foul attempt.
Y button	Tackle/sliding tackle.

Goalie with ball (Manual mode)

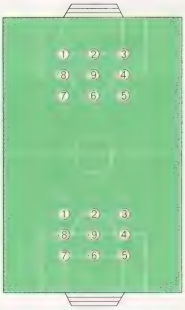
Control Pad	Controls all directional movement. Controls direction of shoots. Slight ball-course control of kicks and passes.
L	Shift pass marker left (top/flat view). Shift pass marker left in relation to goalie dribbling the ball (side view).
R	Shift pass marker right (top/flat view). Shift pass marker right in relation to goalie dribbling the ball (side view)
START	Pause during the game.
SELECT	Call up in-game menu when ball is out of play.
A button	Pass/roll ball to pass-marker indicated player.
B button	Kick ball. (Note: The goalie will make a high-trajectory kick when within the penalty area.)
X button	Intentional foul attempt.
Y button	Pass ball to pass-marker indicated player.

Goalie without ball (Manual mode)

Control Pad	Controls all directional movement. Controls direction of dives.
L	Not used.
R	Not used.
START	Pause during the game.
SELECT	Call up in-game menu when ball is out of play.
A button	Dive to catch or punch the ball.
B button	Dive to catch or punch the ball.
X button	Intentional foul attempt.
Y button	Dive to catch or punch the ball.

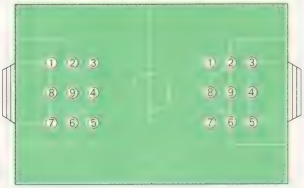
Corner Kick

When a corner kick is awarded, the field will pan out as players move into position for the kick. Note that an arrow will appear on the screen indicating which direction the ball is to be kicked.



At this view, use the control pad to select which point in the penalty area you wish to direct your kick. While pressing the control pad, press either A/B/X/Y to input your selection. All control pad inputs are relative to the penalty area that is seen on-screen.

After the corner swings into the corner-kick position, you may either kick the ball to the selected point in the penalty area by pressing B, or pass the ball to a square-marked player (which you can re-designate with the L/R buttons) by pressing either A or Y. After a kick, you may apply after-touch to the ball with the control pad.



Up/Left	Upper left corner of penalty area	Right	Right side of penalty area
Up	Upper center of penalty area	Down/Left	Lower left corner of penalty area
Up/Right	Upper right corner of penalty area	Down	Lower center of penalty area
Left	Left side of penalty area	Down/Right	Lower right corner of penalty area
No input	Center of penalty area		

Dribbling

When dribbling the ball, a player who suddenly changes directions while the ball is furthest from him, will often lose control of the ball.

Throw-ins

When a throw-in is awarded, the sideline from which the throw-in is to be made will swing to the bottom of the screen. Use the L or R button to determine the player to whom you wish to throw the ball (indicated by a square over the player). Then press either A/B/X/Y and continue play.

After-touch

After kicking a ball, a player can slightly curve a ball by either pressing right/left (top or flat view) or up/down (side view) on the control pad.

In-game Menu

Pressing the SELECT button anytime the ball is out of play will call up the In-game Menu. This menu allows you to access the Statistics, Records (see Records), and Review Squad screens.

Records

Virtual Soccer maintains a constantly updated record of various achievements such as the best score and quickest goal. To exit this screen press either START/A/B/X/Y.

The Referee

There are five different types of referees in Virtual Soccer. They range from blind to spartan when it comes to penalizing a player for fouls on the field. However, regardless of type, if the referee is in the vicinity during an intentional foul (a press of the X button) or when a player tackles from behind, the odds are high that the fouling player will be penalized.

Yellow/Red Cards

Depending on the severity of a foul as well as the whim of the referee, the fouling player may receive a yellow or red card. Two yellow cards or a red card will send the penalized player off the field, leaving the team to compete with the remaining on-field members.

Free Kicks

On occasion, direct or indirect free kicks are awarded to a fouled player. A free kick is conducted from the spot where the foul occurred.

-The Wall-

When a free kick is awarded in the proximity of an opponent's goal area, the opposing team will form a wall between the kicker and the goal. A well-timed header by a player in the wall could cut off a shot over the wall.

-Direct-

A direct free kick allows the player to kick towards the opposition's goal or pass the ball to a square-marked player (which you can re-designate with the L/R buttons). Pressing B will send the ball over the wall. To pass, press A or Y .

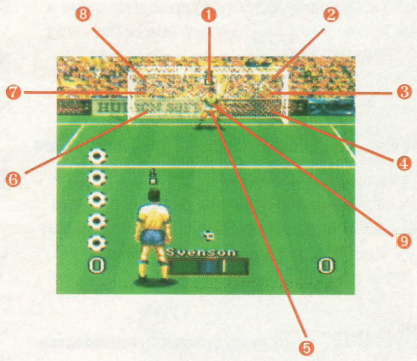
-Indirect-

Usually awarded to the defender when the offense is called for offsides, an indirect kick only allows the player to pass to a square-marked team-mate. An indirect kick is indicated by a red "x" over the controlled player. Press A or Y to pass the ball.

Penalty Kicks

A player is usually awarded a penalty kick if he is fouled by an opposing player in the opposition's penalty area. When a penalty kick is awarded, play switches to the penalty kick screen.

(a) Team One's score
(b) Team Two's score
(c) The kick meter
(d) The number of shots



In PRACTICE mode, the team scores are substituted with the following:

(a) The number of goals scored.
(b) The number of shots attempted.

During a penalty kick, the player can direct his kick with the control pad to one of nine areas within the goal net. In two-player mode, the other player who controls the goalkeeper can choose one of nine areas within the goal to defend. These are:

1. Up	Upper center of the goal
2. Up/Right	Upper right corner of the goal
3. Right	Right side of the goal
4. Down/Right	Lower right corner of the goal
5. Down	Lower center of the goal
6. Down/Left	Lower left corner of the goal
7. Left	Left side of the goal
8. Up/Left	Upper left corner of the goal
9. No input	Center of the goal

To kick, choose the area you're aiming for and press either A/B/X/Y (see Kick Meter). In two-player mode, the player controlling the goalie must simultaneously input likewise to defend the goal.

-Kick Meter-

The accuracy and power of a penalty kick is governed by the Kick Meter. When pressing A/B/X/Y to launch a successful kick, the player must do so when the needle is within the "blue area". The size of the blue area is governed by the Kick Power rating. The speed of the needle is governed by the Attack rating.

Half/Full Time Statistics Screen

After the first and second half of a match, a statistics screen will appear. Along certain names will be the time that a goal was scored (white for normal goals and red for self-inflicted goals); yellow/red cards acquired during a match, and injured/substituted players (in italics).

The same screens will be displayed should a match go into overtime (two fifteen-minute halves).

Draws

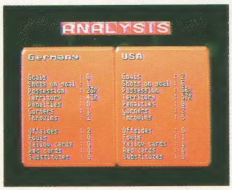
There are no draw games in the Pre-season and Continental Cup modes. Should the score of a match still remain even after overtime, the game will enter the Penalty Kick mode for a sudden-death tournament to decide the winner. A sudden death tournament involves five kicks taken alternately by each team. Should the score still be tied after ten kicks, each team will kick alternately and the first to lead will be declared the winner.

Offsides

On occasion, a referee may call a player offside during a match. The frequency of the call largely depends on the level of the referee.

Game Analysis

Following every match, a Game Analysis screen listing information such as ball possession, the number of penalties, and what percentage of the time your team occupied your opponent's territory will appear on-screen. Hitting START/A/B/X/Y will exit to the scoreboard.



Continental Cup

Aside from single matches. Virtual Soccer offers you a knockout tournament which can be played in one-player mode. A team must battle its way through four grueling matches to win the coveted Continental Cup.

The progress of the various teams during the tournament is recorded on the Continental Cup tournament table. Pressing right or left on the direction pad will allow you to review the entire table.

Note: In a Cup tournament, an injured player carried off by stretcher is unavailable for the next match.

Custom Trophy and Nations Shield

You can compere in an eight team, fourteen-match league with the currently available teams (Nations Shield) or with the eight custom teams (Custom Trophy). League rankings are based on a point system (3 points for each win, 1 point for each draw and 0 points for each loss). The column of numbers on the League ranking screen from left to right are: Number of Games; Total Wins; Total Draws; Total Losses; Total Goals (Difference between goals scored against opponents and goals scored by opponents); and Total Points. In cases where the goals scored by opponents are higher than the goals scored against opponents, Total Goals will be listed in red numbers.

Note: In league tournaments, an injured player carried off by stretcher is unavailable for the next match.

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